

# TRIAD

APPLE and ATARI Versions by Ed Hobbs

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## INTRODUCTION

TRIAD takes that old favorite, tic-tac-toe, and adds the elements of luck, skill, suspense, excitement, and a generous helping of spiffy machine-language graphics. What results is certain to become one of your favorite games, whether you play alone or with another player.

### TRIAD - Object of the Game

As in tic-tac-toe, the object of TRIAD is to win three game squares in a row, either vertically, horizontally or diagonally. You'll have to block your opponent's moves as well.

The game board displays nine different 'bugaboos,' one in each square. At each turn you can select a square to 'earn' through battle. To win the square you must defeat the bugaboo within, using a combination of piloting and sharpshooting skills. The bugaboos will be shuffled from square to square in a random manner with each new game. This makes the game board a new and unique challenge each time!

When playing TRIAD in the two-player mode, each player may set his own skill level. This feature can be used to handicap yourself or an opponent for a more competitive game.

TRIAD may be played using either keyboard or joystick controls.

### APPLE AND ATARI USERS — PLEASE NOTE!

Other than the loading procedure, the APPLE and ATARI versions of TRIAD are quite similar. There are a few minor differences: these are noted throughout the manual wherever applicable.

## **LOADING INSTRUCTIONS — 48K APPLE Disk**

APPLE TRIAD requires an APPLE II or APPLE II PLUS with 48K and DOS 3.3

- 1) Your computer should be turned off.
- 2) Insert your copy of APPLE TRIAD into Drive 1 with the APPLE label face up.
- 3) Turn the computer on. The power switch can be found on the left rear panel of the computer.
- 4) After the program loads, the tic-tac-toe board will appear. See BEGINNING THE GAME below for further instructions.

## **LOADING INSTRUCTIONS — ATARI Disk**

- 1) Remove all cartridges from your ATARI, including BASIC.
- 2) Turn on your ATARI disk drive.
- 3) When the red 'busy' light is off on the disk drive, place your copy of TRIAD (with the ATARI label face up) into the drive. Turn on the computer.
- 4) After the program loads, the tic-tac-toe board will appear. See BEGINNING THE GAME below for further instructions.

## **KEYBOARD CONTROLS**

Don't care for joysticks? Then use the following keys for keyboard control.

### **SPACE BAR**

Starts game; engages Keyboard Mode

**F**

Chooses square you want to capture and fires missiles

**Y U I**

**H J K**

Controls the direction of your ship and missile fire

**N M ,**

Here's how the 9 keys above will effect the movements of your ship:

**Y** — Ship up and to the left  
**I** — Ship up and to the right

**J** — Stops ship motion  
**N** — Ship down and to the left

**L** — Ship down and to the right

**U** — Ship up  
**H** — Ship left

**K** — Ship right  
**M** — Ship down

## SPECIAL GAME FUNCTIONS

Use the following key combinations for special game options.

- CTRL O** — Sets one-player mode. An X will appear in score display (lower right corner of screen) during one-player game; an X and O will appear during the two-player mode.
- CTRL T** — Sets two-player mode. **CTRL T** or **CTRL O** will reset a game if pressed during play.
- CTRL J** — Switches from keyboard to joystick control during play.
- CTRL K** — Switches from joystick to keyboard control during play.
- CTRL H** — Inverts the horizontal axis when using the joystick.
- CTRL V** — Inverts the vertical axis when using the joystick.
- CTRL B** — Inverts both joystick axes.
- CTRL S** — Toggles sound between speaker and cassette output. (APPLE only)
- ESCAPE** — Pauses game. Press any key to continue play.
- 1 - 9** — Select skill level ( 1 = easy, 9 = hardest) for two-player game. Skill level is automatically set for one-player game.

## JOYSTICK CONTROLS

APPLE users: Press Button 1 to select square and fire missiles. The position of the joystick determines the direction of your spacecraft's motion and the direction of missile fire.

ATARI users: Press joystick trigger button to select square and fire missiles. The position of the joystick determines the direction of your spacecraft's motion and the direction of missile fire.

## BEGINNING THE GAME

After the game loads, press either **CTRL O** or **CTRL T** to select a one-player or two-player game. To begin play, press the **SPACE BAR** (keyboard users) or Button 1 on the joystick.

## **TRIAD — ONE PLAYER GAME**

The heart of TRIAD is the nine-section game board. Each section or cubicle of the game board contains a bizarre and deadly bugaboo. The board appears at the beginning of each new game and reappears after each of the nine bugaboos has been challenged. When the board appears, the bugaboos inside will be shuffled. Once shuffled, a white frame will appear over the center cubicle. This is your cue to use either the joystick or the position command keys (see KEYBOARD CONTROLS) to move the frame over the square you wish to capture. The basic rules of tic-tac-toe apply here:

- (a) You cannot play for a square already held by yourself or an opponent
- (b) The object is to get three X's in a row.

Once you've positioned the white frame over the bugaboo of your choice, press the joystick trigger button (Button 1 APPLE: red trigger button ATARI) to begin the battle for the square.

At this point the player will be pitted against the bugaboo he or she has selected. Each acts according to its own unusual mannerisms, and we strongly advise the player to become very familiar with these unique characteristics by studying the ATTACK PATTERNS section before beginning play.

If you defeat a bugaboo, an X is earned and you may advance to another square. If your spaceship is destroyed, the computer earns the square and an O will appear in it. Unless the computer wins the game, you will get an opportunity to try for another square. Play continues until the round is won (three X's in a row in any direction) or a stalemate occurs.

Defeat by the computer means the game is over. If you win, however, you advance to the next round where the difficulty increases. Play will continue until you fail to earn your row of X's or you defeat the computer at all nine levels of difficulty.

## **TRIAD — TWO PLAYER GAME**

Follow the instructions under BEGINNING THE GAME to initiate a two-player game.

A two-player game is similar to a one-player game except that (1) players alternate turns; (2) players may manually select the skill level before beginning play and (3) a player may capture a square only by

defeating the bugaboo within and not by default as in the one-player game.

The X player begins by choosing a square and challenging its occupant. If successful, X gets the square. The same procedure is followed for Player O. Neither player may play for a square that is already occupied.

Play continues until either Player X or Player O captures three squares in a row, or until a stalemate is reached.

The first player to capture three squares in a row is the winner. If neither player earns three squares in a row, the player with the highest score is the winner.

## **SCORE**

Your score is determined by the skill level at which you are playing. Points are awarded for each bugaboo defeated plus bonus points for winning a round. Bonus points are awarded in increments of 1000 multiplied by the current skill level (1 through 9).

## **PRACTICE**

A little practice never hurts, and TRIAD's two-player setting is an excellent way for the solitary player to get in a double dose of practice. Select the two-player mode and play both the X and the O. This way, you can battle the same bugaboo (at the skill level of your choice) until it's defeated.

## **KNOW THY ENEMY — BUGABOO ATTACK PATTERNS**

Nine different enemies — each with its own specialized attack pattern. What's more, each must be counterattacked in an equally specialized manner. Additionally, some bugaboos will appear along with explosive space mines and missiles — avoid contact with these at all costs!

**MOTHS** — Initially, all moths will move in vertical flight patterns. Hitting a moth with a missile will cause it to move horizontally. All moths must be flying horizontally before they can be destroyed. But watch out — shooting a horizontally flying moth before all the moths have switched to horizontal positions will return the entire group to the vertical position.

**FACES** — The first missile hitting a face will cause the face to be drawn to your ship. Once in this 'attract' mode, it will take a second

missile to destroy the face. Frequently, a missile will cause a face to 'split' into two or more additional faces, so don't start the celebration till the last one is gone.

**BATS** — Bats can be destroyed by your missiles ONLY if there are a sufficient number of mines on the screen. So, dodge those mines but don't destroy 'em. When there are fewer than the required number of mines, hitting a bat only creates another mine. Not only are you fighting these creatures, you're supplying them with ammunition, too!

**SAUCERS** — Saucers can only be destroyed by missiles that are moving vertically or diagonally. Sounds simple, doesn't it? Remember, though, getting under a saucer exposes your spaceship to bombing attacks from above, so keep moving!

**DEATH MASKS** — In this case, DON'T fire when you see the whites of their eyes! Death Masks can only be destroyed by a missile when a black dot is seen in the eye of the mask. The only way the eyes can be 'turned' black is to score a hit with a missile on one of the flashing hexagons on the screen. This causes the dot to appear briefly — if hit by a missile during this time, the Death Mask heads for that big mausoleum in the sky.

**CHESSMEN** — If you think chess is complicated, wait'll you see these guys! When hit by a missile, the flying chess piece — the pawn — will split into a knight. A second hit will split a knight into a rook, and a rook into a queen. Scoring a hit on a queen (thank heavens!) will finally destroy it. Finally, the pieces created by these splits will move diagonally if hit by a horizontally or vertically moving missile; if the missile was moving diagonally when struck, the pieces will move horizontally or vertically.

**ARROWS** — So you think pitting modern missiles against such old-fashioned weapons as arrows would be pointless? Don't count on it! Arrows moving to the right are invulnerable to attack by missiles — and, of course, they're all moving to the right. To cause an arrow to move to the left, it must be hit with a missile just as it emerges from the left side of the screen.

**SPIDERS** — These 'creepy-crawlies' must be hit head-on to be destroyed. In other words, if a spider is headed down and to the left, only a missile aimed up and to the right will destroy it. Not too difficult, you say? Just watch those little fellows change direction!

**KILLER BEES** — These may be destroyed only by horizontally moving missiles. The missiles may be headed either to the left or to the right. Another easy one you may think — until you meet the swarm head on!

One final note — anything that drifts into the explosion pattern from a mine will be destroyed. This method is particularly helpful when dealing with Chessmen and Faces, since it will prevent them from spawning additional progeny. However, it can be rather dangerous to your ship if you get too close!

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